

VISIT...

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Tutor Teaching Tips

Murdoch's Path (R)

MATERIALS

Graphic organizer

Leveled reader

Graphic organizer

Game cards

Graphic organizer;
Leveled reader

Before Reading 3–5 minutes

BUILD BACKGROUND: Ask: *What is a folktale? What is a folktale you have read or heard?* If necessary, explain that in folktales good is often rewarded and characters can include animals with human characteristics as well as magical beings. Have the child retell a familiar folktale or read one to him/her, for example, *Hansel and Gretel*, *Red Riding Hood*, *Beauty and the Beast*, etc. Help the child answer the questions on the graphic organizer about the folktale.

PREVIEW THE BOOK: Show the child the covers of the book, and read the title. Ask: *What kind of characters do you think will be in this folktale?* Point out that this story is from Ireland.

Have the child look at the pictures and predict what might be happening in the story.

During Reading 10–15 minutes

Ask the child to read pages 3–13 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

After Reading 10–15 minutes

RETELL: Ask the child to retell the part of the story he/she read on pages 3–13. If necessary, prompt by asking: *What else happened?*

GRAPHIC ORGANIZER: Have the child reread what he/she wrote about a familiar folktale on the graphic organizer before reading. Then have the child complete the graphic organizer for *Murdoch's Path* for the part of the story read so far.

CRITICAL THINKING: Ask the child what he/she thinks the author wanted him/her to think about after reading the story. Have the child refer to the graphic organizer to compare the two folktales.

VOCABULARY GAME: Read each game card with the child. Point out that the cards are pairs of words that mean the same thing, such as *fetch* and *get*. Shuffle the cards and spread them face down on the table. Have the child turn over two cards and read the words. If the words mean the same, the child can keep the words. If not, the child turns the cards back over. It is now your turn.

Home Connection

Have the child finish reading the book at home and complete the graphic organizer.

Story Elements	Folktale: _____	Murdoch's Path
Setting		
Good character(s)		
Bad character(s)		
Magic or magical character(s)		
How was the good character(s) tested?		
How was the good character(s) rewarded?		
How was the bad character punished?		

INSTRUCTIONS: Before reading the book, write the name of a folktale you have read at the top of the middle column. Then fill in the story elements for it. After reading pages 3–13, fill in the information you have learned about *Murdoch's Path*. Finish the chart when you have completed the book.

Leveled Reader



Game Cards

Murdoch's Path (R)

fetch

get

rush

hurry

proper

correct

beckon

call

jump

hop

rude

impolite

jewels

gems

trustworthy

honest